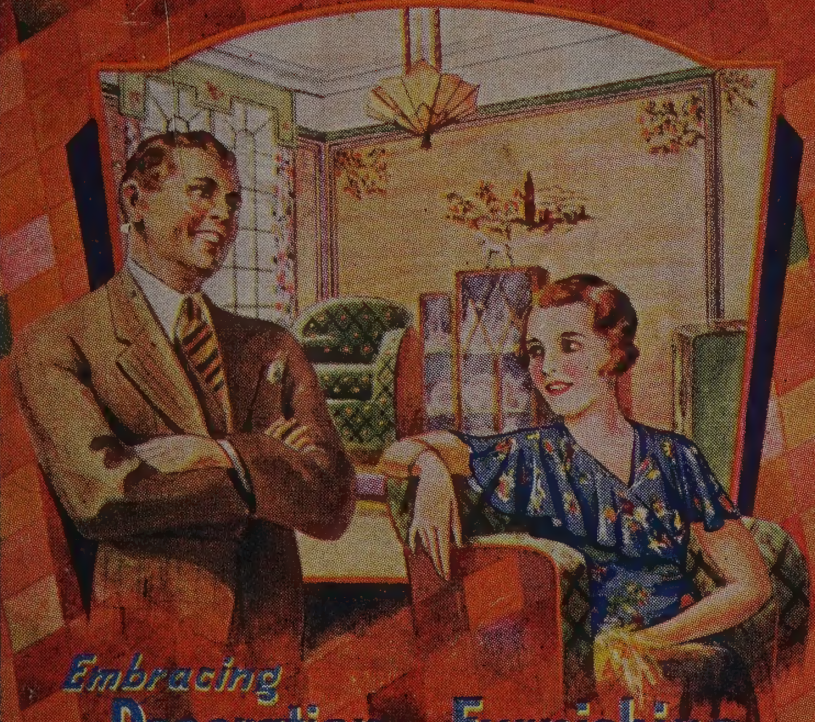
The Beecham Book on the HOME BEAUTIFUL



Embracing

Decoration, Furnishing, Repairs, Hobbies, Embroidery, Sports & Home Games Etc.

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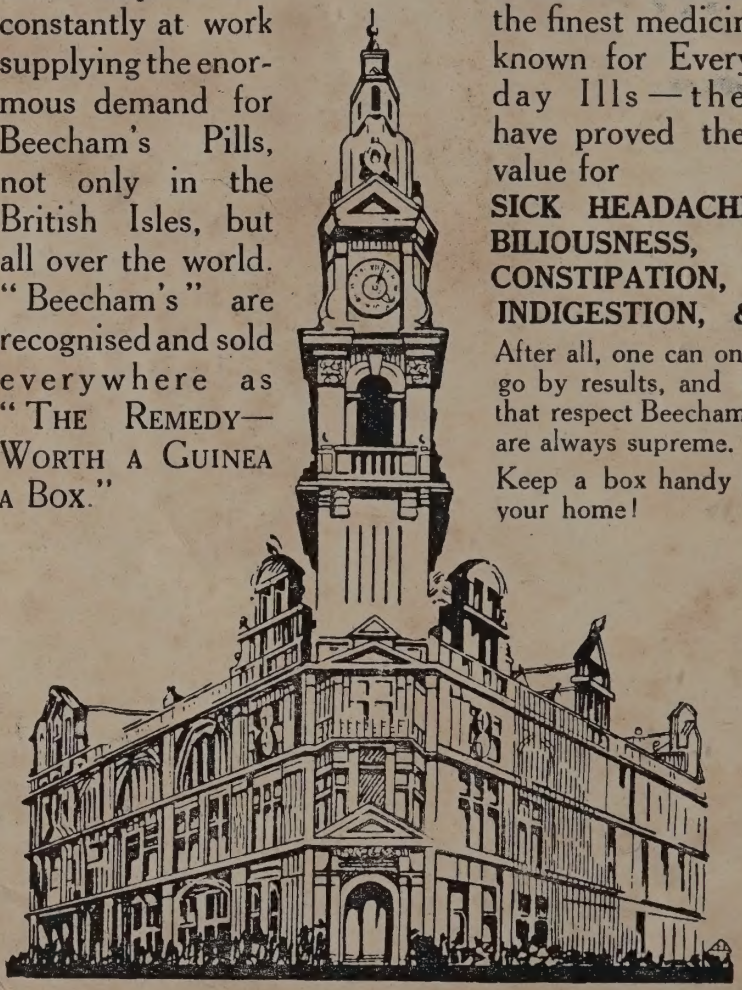

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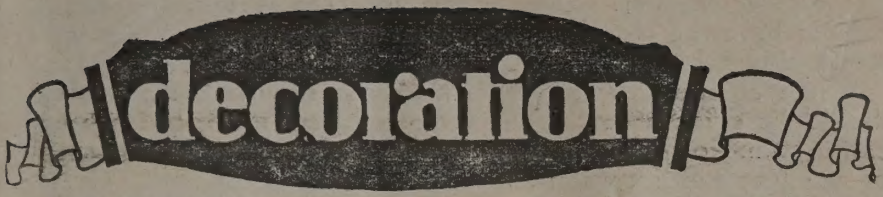

"East—West—Home's Best." This wise old saw is one of the truest sayings in our language. How many of us, on returning from a sojourn away from our homes, however short, can refrain from saying, "It's good to be home again."

The love of home is instilled in the heart of nearly every one of us, and we naturally do our level best to make our homes as comfortable and pleasing as possible.

There is no reason why the average home should not be a thing of beauty, as the range of decorative materials is extensive.

Regarding the decoration of walls, there are two usual methods, wallpapers and distemper or water paint. In a new house it is advisable to decorate the walls with water paint, as the lime in the plaster remains "live" for some considerable time and is inclined to stain the surface. If the walls are papered this staining shows on the paper in a very disturbing fashion, large areas showing a bleached appearance.

Colour schemes are "legion," and various possible combinations make a selection rather difficult. The best plan is to study the type and colour of the furniture and the hangings if they are already up.

Most people prefer a white ceiling, but a present vogue favours a tinted one, usually a much paler tint of the wall colour. This has a very pretty effect, but great care must be taken to keep the room light, as the coloured ceiling is apt to be overpowering.

The modern papers for decorating walls are really beautiful, and cheap enough to be within the reach of any pocket. Avoid using a heavy flowered pattern as one tires too quickly of a pronounced motif. Borders can be obtained to suit any style of paper and some very pretty effects can be obtained by panelling the walls with strips of border.

THE CEILING. First move all the furniture into a position where it will not interfere with the work and cover it with sheets, also removing the curtains and hangings.

The first procedure is to remove all the old whitewash from the ceiling. To do this the ceiling must be well washed with a brush or sponge, whichever is used being dipped in a pail of clean water, squeezed nearly dry and the ceiling being rubbed

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in a regular manner. Change the water as it becomes dirty. Do not have the cleaning instrument too wet or the water will splash about and the room will soon be in a hopeless condition.

When all the old whitewash has been removed, the ceiling should be given a coat of clearcole solution, made by melting half a pound of jelly size and a quarter of a pound of soft soap in two quarts of hot water and then bringing to the boil. Great care must be taken to see that every part of the ceiling is covered, as a portion not covered will dry patchy when distempered. The ceiling is now allowed to dry thoroughly, this process taking about twenty-four hours.

The distemper can now be mixed, and for this place the whitening in a pail, cover with cold water and beat up into a

paste. Melt half a pound of jelly size in hot water and boil, pour this on to the paste and mix thoroughly. Add water until a nice creamy consistency is obtained. It is then advisable to add some powdered ultramarine blue, sufficient to make the distemper look very blue. The distemper will dry very much lighter. The reason for adding blue is that the distemper by itself dries rather yellow, and the blue tends to kill this, keeping it cool in tone.

The colouring of the ceiling can now be commenced. Once this has been started it must be continued so that no patchy effect results. Start work in a corner of the room and work towards the window. On no account fill the brush with distemper, just dip the tip in the colour and work it on evenly. This will prevent a great deal of splashing. Be extremely careful at this point to see that every spot is covered as no touching up can be done afterwards. All splashes should at once be wiped off walls, paintwork and windows.

THE WALLS. Before walls can be distempered they must be washed. If they have been papered before, the old paper

must be thoroughly wetted and every bit scraped off, taking care not to injure the plaster. When clean, coat the walls with a size solution made by heating half a pound of jelly size in three quarts of hot water. When this has dried, the colouring can be proceeded with. Mix the colour according to the instructions on the packet or tin, and apply in the same manner as for the ceiling. If desired, the surface can be stippled by dabbing the wet colour with a stiff brush, such as a clean boot brush. This necessitates two persons being employed on the job, but the colour dries much flatter and without any brush marks.

Before papering the walls of a room, a certain amount of preparation is necessary. Care should be taken in the choice of pattern, as once the paper is up it must remain up. Never choose a large pattern for a small room, as it will be dwarfed, and as mentioned previously, the pattern may have a tiring effect. A light-coloured paper makes a room look larger and is also a saving in light bills. Where any doubt exists it is wise to pick a self-coloured paper or a very plain one.

To ascertain the number of pieces or rolls required, measure the distance in feet from the floor to the ceiling or picture rail. Now go round the walls and find out how many widths of 21 inches will be required. This is the standard width of wall papers. Multiply this number by the number of feet required for each length and you get the total number of feet of paper required. Each roll of wall paper contains 12 yards or 36 feet, so that if the previous total is divided by 36 we get the number of rolls necessary to cover the walls. It is always a sound policy to get one roll extra in order to be on the safe side, as there may be a certain amount of matching to be done. The paper left over can always be used inside a cupboard or an odd corner.

The next job is to trim off one side of the paper, and a little foresight is required for this. Paper-hangers always

commence from the main window in a room, and work along the largest wall, coming to the fireplace on the return journey, so that any odd pieces cut off can be utilised here. Thus the edge by the window frame of the first piece is cut off and the same edge on each subsequent piece. To do this in the simplest manner, take a roll of paper, seeing that the edge to be trimmed is on the right hand side. Sit on a chair with the legs extended and the toes turned up, put the roll of paper across the insteps and draw the free end towards you. Cut away the edge with a large pair of scissors and as you do this roll up the paper with the left hand.

There are on the market many cold water pastes expressly made for paper-hangers, and these save a certain amount of time, but the most usual adhesive employed is flour paste. For this obtain one pound of plain flour and mix with it boiling water little by little, stirring well so that all lumps are worked out. Make the paste quite thin. The actual hanging can now be started.

Have a large table in a convenient place in the room, and on this spread old newspapers lengthwise, so that they overlap a good deal. Now take a roll of paper and from it cut a piece long enough to reach from floor to ceiling or picture rail. Place this on the table and paste it well all over the back, taking care to do the edges well. Now gently fold each end in towards the middle, and carry it carefully up the ladder. Place the top of the paper on the wall leaving a little overlapping the picture rail. Now before the piece is hung properly it must be tested for square, for if the first piece is even a little out of the perpendicular, the fault will become more and more magnified until the last piece will be hopelessly aslant. A weight attached to the end of a piece of string is the best instrument for testing the edge of the paper. When satisfied that the piece is straight, rub down the centre of the paper with a clean duster or a paper-hanger's brush, and work towards the top and bottom edges, carefully smoothing out any wrinkles or bubbles. Then rub outwards from the centre of the piece. Now run the point of the scissors along the grooves between the skirting board and the wall, and the picture rail and the wall, gently pull the paper away from the wall, trim off the surplus along the mark and rub it well back into its place. Before pasting the second piece of paper move the newspapers on the pasting table a few inches apart so that the paste will not get on to the surface of the paper. This process is repeated for each subsequent piece.

❖ BEECHAM'S POWDERS ACT LIKE MAGIC ❖

PAINTING. The usual procedure when painting a room is to give the woodwork one coat before the paper goes on, and a second coat after the paper is up. The first coat is allowed to reach over on to the walls where they meet the woodwork. The paper being hung, it is therefore only necessary to paint fairly close to the paper when putting on the second coat, so that there is no unfinished look where the two surfaces meet.

Before commencing to paint, the old surface must be washed thoroughly, as any grease will prevent the paint from drying hard. The best cleanser is soap powder, and all corners and crevices must be cleaned out. If the surface is old it may require rubbing with pumice stone to make it quite level. All traces of the soap must be removed with plain water. After allowing the woodwork to dry thoroughly commence painting the door, doing first the panels, in an up and down direction. Next do the centre uprights, followed by the top, bottom and horizontal rails, finishing with the two outside vertical sections. Do not forget to do the shutting edge of the door, as this portion is considered part of the inside decoration, the hinged edge being part of the outside face of the door. Paint the door frame, not forgetting the rebate where the door shuts. The windows are next done taking care to pull away the sash cords, so that all the surface underneath them is covered. The skirting board and picture rails are done last, and no comment is necessary on these. If there is a cupboard in the room, the procedure is to paint the doors first, and then to follow with the framing. The first coat of paint is not put on very particularly, the object being to cover well the woodwork. The second coat, however, needs much more careful handling, and all brush marks should be eliminated. Clean the brushes carefully by squeezing them out with paper and then washing them in hot water to which has been added a little soda, afterwards rinsing them in clean water and hanging them up to dry.

STAINING FLOORS. The question as to whether a floor be covered with lino or stained is a matter of taste on the

BEECHAM'S PILLS FOR CONSTIPATION

part of the householder; but for new property it is safer to stain all floors until all the moisture has dried out of the wood.

The first procedure is to examine the floor for loose boards, and any of these should be nailed down firmly. Any nail heads which are higher than the surface of the wood should be punched down. The level of the floor should then be examined and any raised edges should be planed down. Most floors, when the boards have seasoned, will show gaps between the planks, and very often between the skirting board and the floor. The best method of filling these spaces is to use paper pulp. For this tear up a number of newspapers into shreds, place in an old pan with a little hot water, and boil until a stiff jelly results. Now melt some glue and make it very thin and hot. Take a convenient quantity of the paper pulp, add a little glue and force the mixture tightly into the cracks with a trowel or a broad bladed knife. Mix only a little at a time, otherwise the material will harden before it can be used. Keep the surface as level as possible, so that when dry it is only necessary to smooth it over with glass paper. Always sandpaper in the direction of the grain, otherwise the marks will show when stained. Carefully dust the floor and proceed with the staining. There are quite a few varieties of stains, and several are given here.

Probably the cheapest stain is permanganate of potash dissolved in hot water. It should be made strong and applied hot with a broad brush in the direction of the grain. Note that it dries lighter than when applied. When dry it can be varnished or wax polished.

A good imitation of Jacobean oak can be obtained with Japan black thinned down with twice its bulk of methylated spirits. The finished floor has a slight shine so there is no need to varnish it.

Mahogany stain may be made by dissolving bichromate of potash in water. This stain is to some people, however, a powerful irritant, and care must therefore be taken not to let the solution touch the fingers.

There are many varnish stains ready made up which can be purchased from the colour merchant, and as the name implies they stain the wood and have a glossy finish.

helpful furnishing ideas

The main object in furnishing a room is to make it look as homely as possible with sufficient decoration to please the eye. Never crowd a room with ornaments and odd bits of furniture, although a good sprinkling of cushions makes the room look more inviting.

When furnishing a room always keep an eye on the height of the various pieces, and try to break the level, that is, if there are a number of pieces of furniture of an even height, have one or two high articles such as a tall book-case or a clock, as these will break the monotony. A good idea is to have a tall lamp standard and shade in a corner.

For a living room the chairs should be solid and fairly heavy in build, yet comfortable. Spidery " period " chairs are neither use nor ornament in the average home.

Be content with a few well-chosen articles and arrange them tastefully in the room, having the decorations to tone. As mentioned in the previous article, choose wall papers of a simple pattern or self-coloured, and choose curtains and hangings which are cheerful and bright but not gaudy.

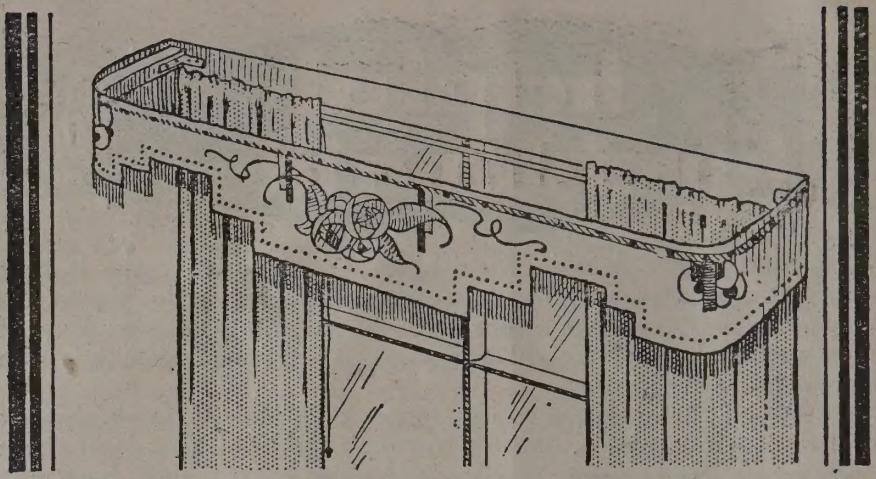
Have a spot of colour in a room in the shape of a brightly-coloured bowl, vase or jug, and a few gaily hued flowers.

Never pack a wall with pictures, and in a small or medium-sized house, let the pictures be on the small size. Choose the pictures very carefully, and do not have too many gilt frames. If in any doubt, etchings or reproductions of etchings, or pictures in monochrome are safest.

A good idea for a very small room is to have a fairly large mirror hung on one wall, as the reflected light makes the room brighter and the reflection in the mirror has the effect of making the room look larger than it really is.

Furniture should be chosen which is plain but decorative, and devoid of fancy carving and moulding which harbours dust and makes extra work.

If possible fit patent runners for the curtains, as these last for many years and allow the curtains to be drawn or opened with ease, and will obviate the nasty sag caused by the curtains being pulled out of shape, a thing common when hung on a pole and rings.



Fix a frill over the top of the curtains, or a pelmet, which can be made on a simple wooden frame fixed each side of the window. This simply means making a frame the same shape as a fender, of ½ in. square wood, with a small metal bracket on each end to screw to the wall. A permanent frill can be attached to this, or a flat pelmet can be made by taking a piece of heavy material to match the curtains, and cutting a simple shape along the bottom. After hemming, the edge should be bound with braid of a contrasting colour, the same being done along the top edge after it has been fixed to the frame.

Bedrooms should be furnished as plainly as possible, no surplus objects being needed. A room in which we spend one-third of our lives should be furnished tastefully and the decorations should be restful. Curtains should be light and open, allowing free entry for the fresh air.

The kitchen, in which the housewife spends a great deal of her time, requires considerable attention. Have, if possible, a table with a porcelain top, or a plain white wood top, placed in a convenient position, so that it is handy for the various utensils needed in the kitchen. Labour saving devices are too numerous to mention, but if food is stored in the room, a cabinet is a necessity in which to keep it. There are many types of these cupboards from which to choose, but any will do so long as it is easily cleaned inside and is efficiently ventilated. The walls should be decorated in a light colour, preferably in a paint which is washable, and curtains should be made of a very light material such as net or muslin, giving an air of cleanliness which adds greatly to efficiency.

❖ LACTOPEPTINE FOR INDIGESTION ❖

repairs

MENDING A BROKEN WINDOW PANE. This is a little job which can be quite easily done by the handy man of the house, and although a broken window is not a frequent occurrence, it is always as well to be able to fit a new pane when necessary.

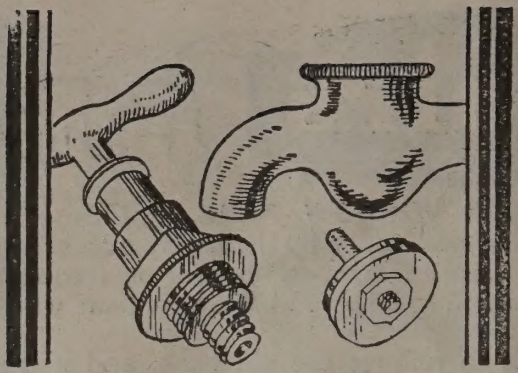
The first procedure is to remove the old pane, and if the putty holding it is old and perished it will break away quite easily, but if it is in good condition it will hold tightly, and the best procedure then is to run the tip of a red hot poker along the putty, following this by gouging it away with an old chisel. The cautious worker will wear an old pair of gloves when removing the broken glass, and care should be taken that no splinters fly. All the old putty must be removed, particularly in the corners of the sash.

Now measure for the new pane of glass. If the pane is too tight it will probably break should the window be slammed or shaken by a gust of wind. Therefore, the glass must be just a trifle less than the inside measurement of the sash. Measure from the centre of one side to the centre of the other, each way, and have the glass cut to the exact measurement.

Run a little putty all round the opening of the sash, seeing that the beading on the inside is quite covered. Now place the pane of glass in position and press it firmly home, holding it in position by a small brad on each side and at the bottom. These must be put in very carefully, for a slight tap of the hammer might break the pane.

All that is now required is to run some putty round the edge of the glass and bevel it neatly with a knife. Then trim off the surplus on the inside of the beading. Allow the putty to harden and then paint it to match the colour of the rest of the window frame.

❖ STOP THAT COLD WITH BEECHAM'S POWDERS ❖



FITTING A NEW WASHER TO A TAP. Nothing is so irritating as a dripping tap, and yet the fault is so easy to rectify, invariably being caused by a worn-out washer.

If the tap is a cold water tap from the main, turn off the main first. If it is connected to the cold water cistern, place a strip of wood under the raised ball and empty the cistern. If a hot water tap is the cause of the trouble, put out the fire, or choose a time when no fire is lit, stop the inlet to the cistern as explained above, and run off both hot and cold water.

As soon as all the water is run off, take a spanner or a pair of pliers and unscrew the nut through which the vertical rod runs. Do this gently, as most taps are fitted with a left hand thread, and you may tighten the nut instead of slackening it. If the tap is fitted to a porcelain basin or bath, place a mat or cloth inside in case anything falls and cracks it. Once the nut is removed the tap can be lifted apart. At the bottom of the vertical rod with the handle on the top is seen a little collar of brass beneath which the washer is held in position by a small nut. The nut is released and the old washer taken off. A new washer is then procured, and if too large, is cut down to fit. This is fitted on and the small nut screwed up tightly. The rod can now be replaced and the nut screwed up tight again, and the dripping will have stopped.

REPAIRING A FAULTY CISTERN. There are many different patterns of cisterns, but each one possesses the same working principle regarding the inflow. There is a hollow ball attached to the end of an arm, the other end of which is fixed to a valve. The hollow ball, rises as the water enters the cistern until the arm is horizontal, when the valve is completely closed.

To test whether the valve is working correctly, hold the the arm in a horizontal position, and if the valve drips then it is faulty. Take out the cotter pin which you will see in the valve and release the arm. A brass collar will now be revealed, in one end of which is set a rubber plug. Remove the plug and fit a new one cut to size from a piece of indiarubber. Replace the collar and refit the arm, and the dripping will cease.

hobbies

home carpentry

To the householder who possesses a few tools, the making of simple household furniture is a pastime which is thoroughly enjoyable. There are many little articles which can be made by the novice, and we give here a short description of the manufacture of two such pieces, a shoe box and a simple book-case.

SHOE BOX. Nothing looks so untidy as shoes lying about in the corner of a room, and when you have made the shoe-box you will wonder that you never tried it before.

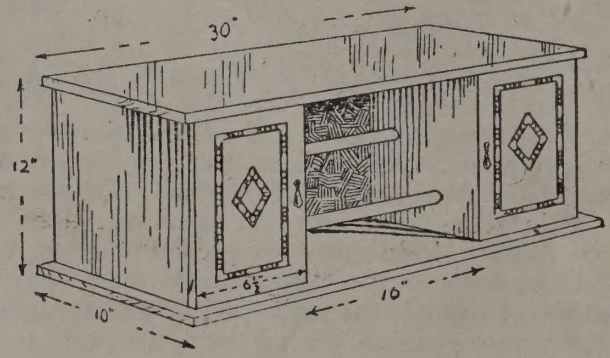
The amount of wood required is comparatively small, and for the size we give here you will want two lengths of pitch pine or white wood, 30 ins. long, 10 ins. wide and $\frac{3}{4}$ in. thick. Oak or such hard woods are difficult to handle unless the worker is used to them. You will also want four pieces $10\frac{1}{2}$ ins. high by $9\frac{1}{2}$ ins. wide, two pieces $10\frac{1}{2}$ ins. long by 5 ins. wide by $\frac{1}{2}$ in. thick, two lengths of dowelling 17 ins. long, four strips 9 ins. long and $\frac{1}{2}$ in. square in section, and a piece of three-ply wood to cover the back.

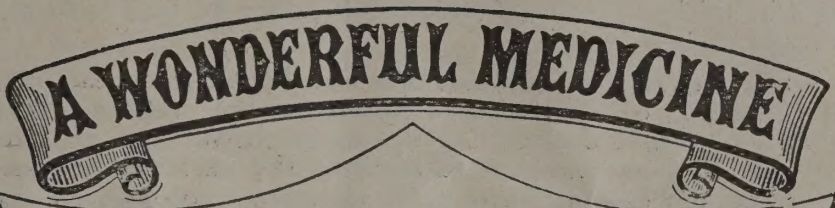
Plane all the large pieces of wood to the exact size and sandpaper the surface, making quite sure that the ends are square. Take the four $\frac{1}{2}$ in. square strips and bore four holes through one side at equal distances, then bore three holes through at right angles, spacing these between the first holes. Countersink these holes on the joining faces. Now glue and screw one of these strips to the top of each of the four uprights, leaving half-an-inch clearance at the front of each upright. See that the space is left at the correct ends so that the strips come on the inside of each two uprights at each end. These strips are for securing the uprights to the top. Now take the two inside uprights, and at a distance of 3 ins. from the front and $1\frac{3}{4}$ ins. from the bottom, bore a hole on the inside of each, not more than $\frac{1}{2}$ in. deep, to take the dowel. Bore another two holes $2\frac{1}{2}$ ins. from the back and $4\frac{3}{4}$ ins. from the top to take the other length of dowel. These two lengths are to support the shoes. Now from each end of the top measure, on the underside, $\frac{1}{2}$ in. from either end and rule a line along from front to back, this being the position of the outer edge of each end upright. Place each end in position and mark the position of the screw holes through the strip. Glue the top edge of each end and screw into position. Now mark the position of the two

inside uprights, allowing a clear space of 5 ins. between the outside and inside uprights. Before fitting these, dip the ends of the dowels in glue and fit them into the holes bored to take them. You will now have the top, uprights and shoe rack fitted. Mark out the position of the uprights on base, these falling in exactly the same position as on the top. Now bore four holes through the base for each upright and countersink these on the bottom of the base. Glue the ends of the uprights, place in position and drive fairly long screws through the base into them. The framework is now finished. The three-ply wood can now be fitted to the back, and panel pins can be used for this. The next step is to fit the doors which are the 10½ ins. by 5 ins. pieces. Try these for fit, seeing that they are neither too tight nor too loose. Fit a pair of hinges on the outside edge of each door. To do this, place the hinge in position, allowing the joint of the hinge to project over the edge, and mark round it. Now cut back the wood with a chisel so that the flap of the hinge will lie snugly in the recess, and screw it on. Repeat this with the upright, and take care that the door fits all round. As a decoration, before the doors are hung, a strip of plain or fancy beading can be tacked round the door at a distance of an inch from the edge, and a pressed wood ornament fixed in the centre. Chamfer the edge of the top, that is, run the plane along each edge at an angle of 45 degrees, taking the same amount off each edge. The whole article should then be cleaned up and stained with a suitable varnish stain. If a water stain is used, the article must be given a coat of size after staining and then varnished. To give a finishing touch, a curtain should be hung across the front opening, fitted on a tension spring, so that it can be drawn to one side. Of course, fit knobs to the doors.

BOOK CASE. A book-shelf, designed to stand on its own, does not require much more work than the preceding idea.

The timber required is as follows :—Two sides 3 ft. 9 ins. long by 9 ins. wide by ¾ in. thick, two shelves 21 ins. long by





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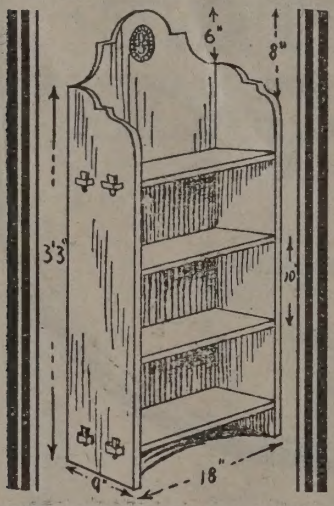
9 ins. wide by ¾ in. thick, two shelves 17 ins. long by 9 ins. wide by ¾ in. thick, one piece for the top 17¼ in. long by 14 ins. wide by ¼ in. thick, one piece of three-ply wood for the back and eight wedges of hard wood.

Plane up all the wood, and take first the two sides, and mark the positions of the shelves according to the diagram. Now trench or groove out for the two centre shelves to a depth of of ¼ in. all along except for a distance of ½ in. from the front. The top and bottom positions of shelves are not grooved, but should be mortised right through, each mortise being 2 ins. from the front or back and 2 ins. long by ¾ in. full in width. Cut a rebate at the top of the back edge for a distance of 9 ins., ¾ in. in depth and ⅜ in. in width. This is to take the ornamental back. Mark out the top of the two sides with the design and cut out carefully with a pad saw, then file and sandpaper the two tops doing them together so that they will be identical. Now mark out the top of the back and cut this out also with the pad saw. File and sandpaper this and fix a pressed wood ornament in a suitable position just above the centre. Plane the top shelf to allow for the thickness of the back. Now take the top and bottom shelves and cut tenons at the end of each shelf, cutting back enough to leave the length of the shelf just 16½ ins. Fit these in place in the two sides and mark where the tenons project. Take apart and cut a mortise in each tenon 1 in. long by ¾ in. wide. Now cut a shoulder at the front of each end of the middle shelves so that the shelves will fit nicely in the trenches but the front will show only a butt joint. Fit the top and bottom shelves loosely together and cut eight wedges so that they fit in the mortises in the projecting tenons, coming half way through. Take apart and commence to fit together properly. Glue the ends of the centre shelves and place in position with the top and bottom shelves. Tap in the wedges, not too tightly or the wood will split, and then glue and fit the back, nailing it in position with panel pins. The three-ply wood should now be cut to size and pinned to the back. When the glue has dried thoroughly sandpaper the whole article and it can then be stained and varnished, or given a coat of enamel to tone with the room.



❖ BEECHAM'S POWDERS—FIGHT 'FLU—KILL COLDS. ❖

Wireless

A WIRELESS NOVELTY

A fitting which all wireless fans will agree is extremely useful is an attachment for any battery driven set to allow Remote Control. With this attachment a set may be switched on or off from a distant point and the loud speaker can be situated in the room from which the set is controlled.

In the case of an invalid in the home, the fitting is a boon of inestimable value, for with just two buttons within easy reach, the person can switch on or off without any trouble. Again, if the set is situated in a room which is seldom used, the control can be situated in the room most frequented and thus the set can be left unattended for any length of time, or at least until the batteries require attention or if the wavelength is changed.

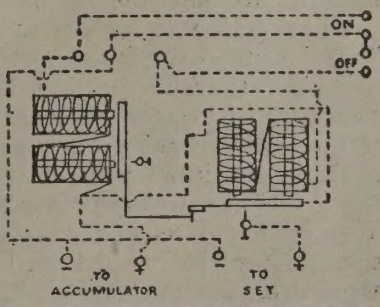
Furthermore, the device requires no extra current to operate it, and no complicated wiring is necessary. It should take no longer than a couple of hours to make the whole unit.

The parts required to make this device are :—2 buzzers from any electrical shop, 2 push buttons, 3 lengths of wire of sufficient length to reach from the control unit to the room in which it is destined to operate, 7 terminals, a small piece of clock or watch spring, and 2 strips of brass.

First take the two strips of brass and cut them 1 in. long. At one end of each drill holes for riveting or screwing, and drill a small hole at the opposite end of one of them. The plain end of the other strip should have a cut made half-way through ¼ in. from the end, and the separated portion bent at right angles to the strip.

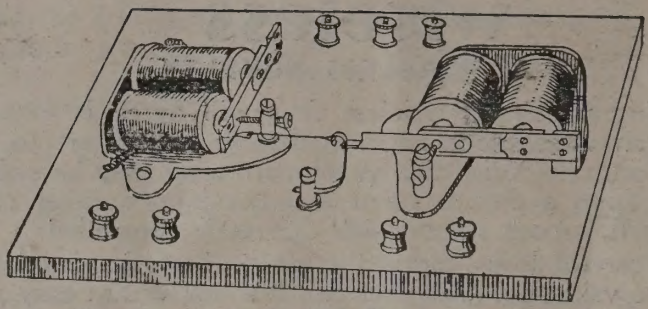
Remove the armatures from the buzzers and attach the brass strips, one to each, bolting or riveting them on the outside of the armatures, which are then replaced.

Now cut a wooden baseboard sufficiently large to take the two buzzers mounted at right angles and about 1 in. apart, leaving sufficient room at top and bottom for terminals.



Mount the buzzer with the drilled armature extension at the left hand side of the baseboard with the armature pointing downwards. Take a small piece of clock or watch spring and hold one end in

BEECHAM'S PILLS—THE VEGETABLE LAXATIVE



a flame until it is red and then form a loop. Hold the spring about ½ in. from the loop and make a right-angle bend.

Now fit a short telephone terminal on the baseboard about 1 in. from the armature and in a line at right angles to the hole in the extension strip, and in this grip the end of the spring away from the loop. Now connect the loop to the hole in the armature extension with a short piece of wire, so that as the armature is moved backwards and forwards the spring is pulled and allowed to move back again.

The second buzzer is now fitted at right angles to the first so that the bent portion of the extension exerts a little pressure on the face of the spring. The exact position is found when the closing of the right-hand armature allows the spring to move forward slightly and prevent the armature from returning.

Fit four terminals at the foot of the baseboard and three at the top, wire the unit up according to the diagram and fit a neat cover over the whole, leaving spaces for the connecting wires.

Run three wires from the unit to the controlling room, hiding them as much as possible, and connect to the two push buttons which should be attached to the wall in a suitable position. These three wires are connected to the top three terminals on the unit. Connect the bottom terminals to the accumulator and the set as shown in the diagram.

The action is simple and is as follows :—On pressing the "on" button the buzzer A is energised, causing the armature to close, thereby pulling back the spring and allowing the armature of buzzer B to spring back and make contact on the screw, and thereby completing the circuit in the set. This position continues until it is desired to switch off the set, when the "off" button is pressed and the former action is reversed. The buzzer B is energised and the armature flies across, the spring jumps forward and acts as a catch, preventing the armature from returning and making the circuit again.

It should be noted that this device cannot be used on an all-mains set.

embroidery and needlework

It is safe to say that these arts are not now-a-days practised to such an extent as during the last generation, but as a means of adding decoration to the home they cannot be surpassed, and the same time they provide an interesting and pleasing hobby.

Embroidery and needlework have been practised from the earliest times and can be traced through history, starting from very early times. The Egyptians were experts in the arts as were also the Greeks and in historic records we find that the Danes invaded Northumbria carrying a banner on which a sacred raven had been worked by princesses. By the thirteenth century both men and women practised the craft in almost every European country, while in the sixteenth century needlework was used as an adornment not only on gowns and costumes but on accessories of the toilet such as gloves, boots, pockets, etc. Queen Elizabeth was particularly fond of needlework, and some beautiful specimens of her handiwork are still in existence in the British Museum.

The best method to adopt when commencing embroidery is to buy a small article made of linen or crash and to transfer a design on to this and work the design in coloured silks. Choose at first a simple design necessitating only a few colours, as the more colours required the more matching will be found necessary, and hence greater difficulty will be experienced. Many articles can now be purchased with the design transferred on to the material ready for working. If, however, a particular design is wanted, and only a transfer can be acquired, the method of transferring is to place the paper on the material in the correct position with the pattern next to the material and press a warm iron on top. To transfer a design which is original, trace the design on to a piece of thin paper, then place it in position on the material and pin with drawing pins in four places. Slip a piece of carbon paper between the two and go all over the outline with a hard pencil or the

point of a crotchet hook. Do not press too heavily or rest the fingers on the paper on which is drawn the design. Before removing the design, remove one or two pins, lift the edge of the paper and see that all the design has been transferred to the material.

Next decide on the colours to be used, and in this be guided by your own taste or by noticing the colours used on other articles with a similar design. The stitches which can be used are too numerous to describe, but can be found with full descriptions in any book on embroidery. They consist of the Stem stitch, the Oriental stitch, the Overcast Running stitch, the Chain stitch, the Satin stitch, etc., and French knots, which are very useful. Many of these are not, however, used to-day, the plain stitches being worked in the direction suitable for giving the contour of the design. Large objects in a design, such as petals or leaves, look better if they are padded before embroidering, and to do this fill the centre of the particular portion with wool, working for a domed effect. Then embroider over the top so that the wool is covered and the design is raised.

A pleasant variation from the use of silks is the use of wool, but this only allows of the use of fairly bold designs. Many pretty effects can be obtained, however, by using this method, and it is specially recommended for children.

The old fashioned cross-stitch is having a vogue at present, and is very simple to work. Most people are familiar with the samplers of the last century, usually composed of an alphabet or a quotation and invariably having the name and age of the worker inscribed at the bottom. The materials used are canvas or linen, needles, and silk or wool of different colours. As with embroidery, many articles can be purchased with a cross-stitch design transferred on to the material so that it is only necessary to use the colours, which are usually indicated, thus making in a very short time a useful article which has added value on account of the work thereon.

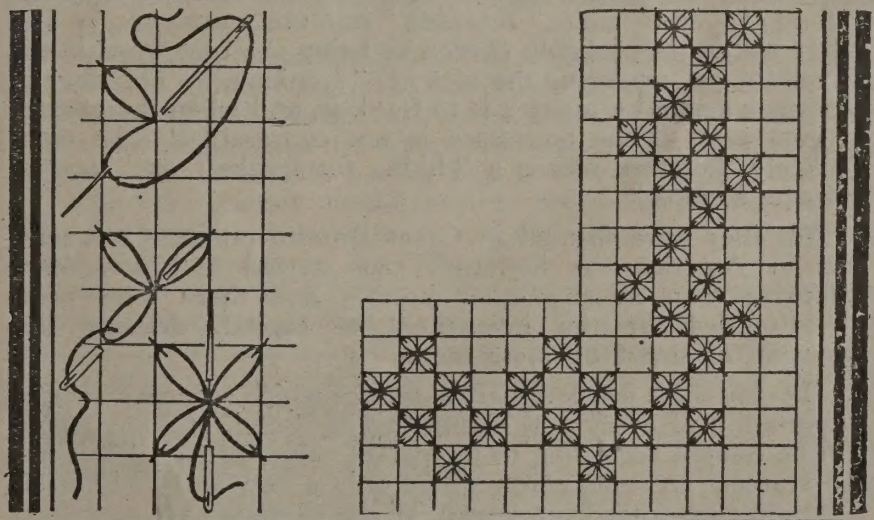
Many useful and decorative articles can be made, using applique work as a decoration. This is a very interesting form of needlework, and consists of applying pieces of coloured material to the large parts of the design on the article being decorated. It will be thus seen that a considerable saving in time is effected, while the article looks practically as good as though embroidered all over. For this type of decoration it is best to choose bold designs. Trace the shapes of the parts to be applied and transfer to the pieces of material to be used.

❖ BEECHAM'S PILLS ARE SAFE AND SURE ❖

It is advisable to use different colours of the same material, such as linen on linen, silk on silk, etc. Take care that the warp and weft of the pieces run the same way as the material on which they are to be applied. Cut out the pieces and tack them into their places. Now work round them with a fancy stitch, such as a satin stitch or a button-hole stitch, using a matching silk thread or a contrasting one. Remember that the same colour of silk will make the design look larger, while if the colour is contrasting or the same as the ground, the design will be smaller. The small parts of the design, such as stems, scrolls, etc., are then embroidered in suitable colours.

For the children we give here a description of a simply worked table cloth for the nursery. Get some check material with squares about ¾ in. in size, and some silk thread of sufficient thickness to show well when on the cloth. Hem the piece of material along the edge of a line of squares so that the sides are even with an even number of squares along each edge. Now thread the needle with the silk thread and commencing with one of the squares corresponding to one on the diagram, make a petal by using the stitches shown. Then proceed to another square and so on untill the pattern is completed. If desired, two colours of silk can be used on the different squares. There are many little objects which can be decorated in this way, as for instance, a cushion to match the table-cloth, or some table mats.

For the very young, a good method would be to use material with a smaller check, and work the designs in simple cross-stitch in colours.



❖ BEECHAM'S AT NIGHT WILL PUT YOU RIGHT ❖

stamp collecting

The adhesive postage stamp owes its origin to the British Post Office, and was inaugurated on May 6th, 1840. The use of these stamps opened a fresh field for collectors, and about 1860 stamp collecting commenced and rapidly spread, becoming in a short time a recognised hobby. Adhesive postage stamps, owing to their small size and great variety, are the chief interest of the stamp collector. The 1d. black and 2d. blue stamps of Great Britain, 1840, bear a design ¾ in. wide by ⅞ in. high, printed from engraved steel plates. The Queen's head was drawn by Henry Corbould from Wm. Wyon's "City Medal." The engraving of this on steel was entrusted to Charles Heath, but was probably executed by his son Frederick Heath. The die was transferred to steel plates, each of 240 repetitions, and from these plates, Perkins, Bacon and Petch, afterwards Perkins, Bacon and Co. Ltd., printed the stamps. The addition of perforations is due to an Irish inventor, Henry Archer, in 1854.

The two stamps were subjected to changes in 1841, the 1d. being then printed in red instead of black, as the black stamps did not afford sufficient safeguard against the removal of post-marks. The change in the 2d. blue consisted in the introduction of uncoloured lines under the words "postage" and "twopence."

The correct term for the collecting of stamps is Philately, a term given to the subject by Prof. Herpin, a Parisian collector. He coined the word from two Greek words, "philo" meaning "fond of," and "atelia" meaning "immunity from tax." The latter word was probably chosen as being the best word in the Greek tongue rendering the idea of "franking." The duty of a postage stamp on a letter is to frank it, and when the postage is thus prepaid the addressee is not chargeable. The term Philately therefore means a "liking for franks" or "love of postage stamps."

Societies were formed in Great Britain, on the Continent, and in America. A literature was started that was more extensive than in any other hobby, and there were great opportunities for the investment of capital, drawing the attention of smart business men.

To-day there is a commercial service which secures extensive importation of every new stamp that is issued, and any stamp can be bought according to its market value, provided it is not too scarce. In some cases, where only a very small edition of a certain stamp has been issued, all the examples are contained in private collections, and are thus not on the market until one or more of these collections are sold.

The person who intends to adopt stamp collecting as a hobby is advised to concentrate on one of two methods, generalisation or specialisation. The primary object of collecting is to secure a complete set of the articles in question, in this case stamps. So to generalise means to collect as many stamps of all countries as is possible. To specialise it is as well to take one country or a group of countries and collect a complete set of stamps of each.

To start a collection it is advisable to purchase a packet of assorted stamps. A packet containing a thousand different stamps costs about fifteen shillings, and such a packet will form a fair nucleus for any collection. Smaller packets can be obtained at all prices from sixpence upwards, and these can be obtained in many different assortments.

Regarding the handling of stamps, never use the fingers, always use a pair of tweezers. Unused stamps should never be stuck down by the gum on the backs, and used ones should never be pasted down. All stamps should be inserted neatly in the album, should be handy for reference, and easily extracted without tearing the stamps or the leaves of the album. The best method is to use gummed paper hinges which can be purchased for the purpose.

In the case of stamps printed in colours that are soluble in water, care should be taken to keep the water away from the face when cleaning the back. If bits of envelope require cleaning from the back, place the stamp face upwards on wet blotting paper. Stamps should not be kept in a very warm place.

Duplicate stamps should never be discarded, as they may be of value to some other collector and can often be exchanged for stamps not already in the collection.

Always be on the look-out for rarities, and although these may not often come within the reach of the average collector, the opportunity of acquiring these should be always taken.

There are many variations in stamps such as colours, special marks punched in them, differing numbers of holes in the perforations, sizes and shapes, special commemoration issues, exhibition issues, air post stamps, and stamps with errors in design. Thus a stamp should not be glanced at and taken at its face value, but should be carefully scrutinised through a lens.

The budding philatelist should make it his duty to purchase or borrow from a library a good book on stamps.

home pets

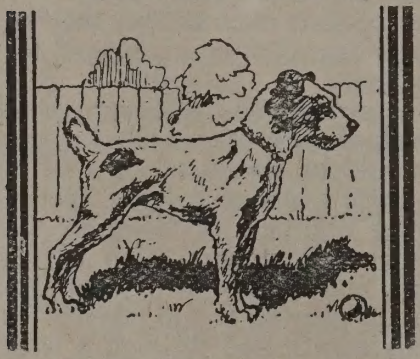
Considering the amount of pleasure and companionship derived from the possession of a dog it is only fair that it should have the same attention as a human being, particularly in the case of illness.

Provided a dog is cared for in the proper manner, the risk of illness is exceedingly small.

Feed the dog twice a day on nourishing food, but do not give it raw meat. In the case of small dogs they can be given scraps from the table. A large bone should be given regularly for the dog to gnaw, and the food should be supplemented with Sherley's Lactol Biscuits which contain the essential Vitamin D. Puppies should be reared and weaned on Lactol, the perfect substitute for bitch's milk, which contains all the essential ingredients for forming a strong constitution. Always have a dish of clean drinking water where the animal can easily reach it.

Every small dog should be given a bed indoors, a basket or box lined with clean straw or clean old clothes. Take care that there is sufficient room for the dog to move about and to lie comfortably without undue cramping. Large dogs are best housed in a kennel in a garden or yard. See that the entrance is large enough, and shade the kennel from draughts, having it raised slightly from the ground to prevent damp from reaching the animal.

It is essential that the bed be changed frequently and it is a good plan to disinfect it occasionally with Sherley's Insect Powder, thus ensuring freedom from vermin.

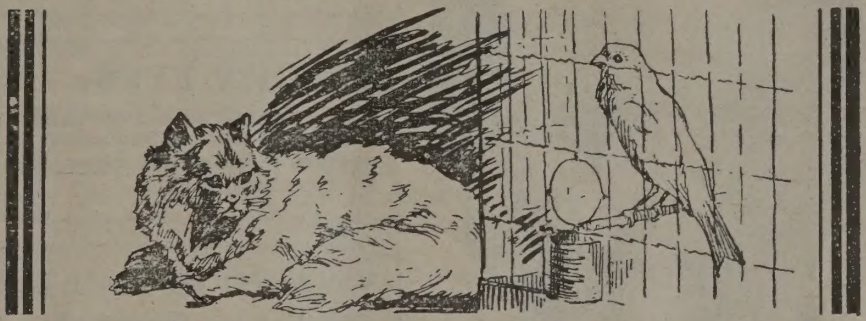


Exercise should be given regularly. Sherley's Dog Book is full of information about the dog both in health and sickness, with information on the necessary treatment for all ailments to which the dog is subject. It is advisable to give a course of Sherley's Tonic and Condition Powders occasionally even if the dog appears well, as these tone up the system and during the summer

months dispel that lassitude which is so prevalent in dogs. Distemper is a disease which usually attacks dogs and also cats while yet in the puppy or kitten stage, and the usual sign is a running nose and eyes and a high temperature. As soon as this is noticed, place the animal in a warm place and give a course of Lintox, the wonderful Distemper Preventive and Tonic.

The cat is almost as great a favourite among pets as the dog, and makes nearly as great a pal.

Most cats are very clean in habits and will spend a considerable part of their time washing themselves. This process can be assisted by smearing the paws with a little butter. If the cat has long hair it is advisable to brush it and comb it frequently, as if any loose fur is taken into the stomach through the cat licking itself the result may prove fatal.



Milk is recognised as the staple diet of the cat, with various scraps including fish. It is better, however, to substitute Sherley's Lactol for the milk, as the Lactol is not attended by those ailments which are often the result of a milk diet. The cat, like the dog, likes something hard to chew, and Sherley's Lactol Biscuits are invaluable in this respect.

Sherley's Cat Book contains a fund of information which no cat lover and owner should be without.

A canary is perhaps the next pet in the scale of popularity, and can be truly said to brighten the house with its song.

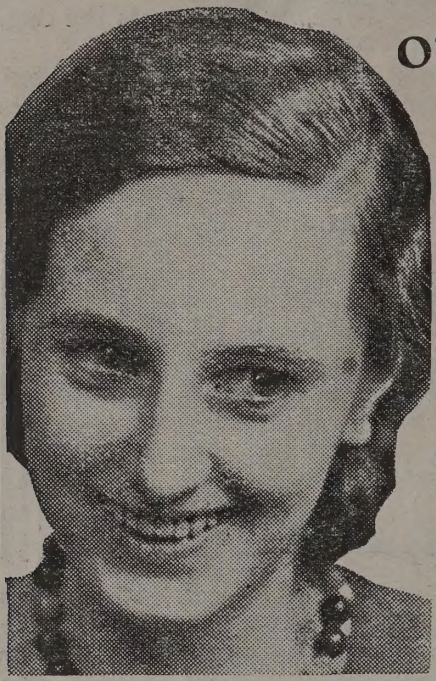
The bird requires considerable care but will well repay the extra trouble taken in this direction. The cage should be roomy and free from draughts. The cage and perches should be cleaned each day and fresh seed and drinking water provided. Give the canary a bath each day.

The principal food consists of canary and millet seed, and a necessity for the health of the bird is chickweed.

Keep the bird's nails trimmed, thus preventing sore feet, and take special care during moulting.

SAFEGUARD YOUR DOGS AND CATS WITH SHERLEY'S

What is the FACE VALUE of your Health?



CLEAR SKIN.

Nourished by a vital, rich red blood, freed from impurities by the aid of Beecham's Pills.

BRIGHT EYES.

Add a beauty which is a sheer delight to see! They show a system purified and cleansed by Beecham's Pills.

VIVACIOUS SMILE.

The mark of a Healthy Body and a Happy Mind—the symbol of a system toned by Beecham's Pills.

Your health is told by your face! You cannot hide 'tell-tale' signs of Complexion, Eyes and Mouth! Contrast your face with the features above. Does it tell the same tale? If it does NOT your system is Sluggish and Impure—Constipation is probably poisoning your whole body! Remove the CAUSE. Tone, Regulate and Purify your whole system by taking Beecham's Pills.

This is the simplest, safest, most effective way to bring about that Perfect Tone of body and Internal Cleanliness which banishes and prevents so many common daily troubles. Take Beecham's Pills and feel better.

Beecham's PILLS

Worth a Guinea a Box.

sports & games

ASSOCIATION FOOTBALL. There is no doubt that the game of football is universal. Practically every country takes the keenest interest in the game, and we can be almost certain that in our own country football has more adherents than any other branch of sport.

All classes can enjoy the game, and it has the advantage of providing sufficient excitement to awaken the interest of even the most phlegmatic.

Nowadays there are so many clubs and societies in existence that even the humblest is able to take part in the game, while there is such a number of fine professional clubs that there is never any doubt of the ability to attend a really first-class match.

The game of Association Football is played by eleven players on each side. These are divided into five forwards, three half-backs, two full-backs and a goalkeeper.

A referee is appointed to enforce all laws, to decide all disputed points and to act as timekeeper. Two linesmen are appointed to decide when the ball is out of play and to assist the referee.

The ball must not be less than 27 and not more than 28 inches in circumference.

The game, the duration of which is 90 minutes, is commenced by a place kick from the centre of the field, taken by the side who win the toss of a coin, and in the direction of the opponents' goal. The opponents must not be nearer than 10 yards to the ball until it is in play.

The teams change ends at half-time.

The off-side law is given as follows :—

When a player plays the ball, any player of the same side who at such moment of playing is nearer to his opponents' goal-line is out of play, and may not touch the ball himself, nor in any way whatever interfere with an opponent, or with play, until the ball has been again played, unless there

are at such moment of playing at least two of his opponents nearer their own goal-line. A player is not out of play when the ball is kicked off from goal, when a corner kick or throw-in is taken, when the ball has been last played by an opponent, or when he himself is within his own half of the field of play at the moment the ball is played by any player of the same side.

RUGBY FOOTBALL. The game of rugby is a close favourite with Association and has many fans.

The game is faster than soccer and affords one perhaps a greater number of thrills.

The game is played with 15 players on each side—8 forwards, 4 three-quarter backs, 2 half-backs and a full-back.

The ball is oval and as near as possible to the following dimensions: length, 11 to 11¼ inches; long circumference, 30 to 31 inches; wide circumference, 25½ to 26 inches. The weight should be between 13 and 14½ ounces.

The game is started with a kick-off as in soccer, and from then on, while the ball is in play, the players may kick the ball or pick it up and run with it, except in a scrummage, when it has to be put down after a tackle, or when it is on the ground after a tackle.

The ball must not be passed from one player to another in a forward direction.

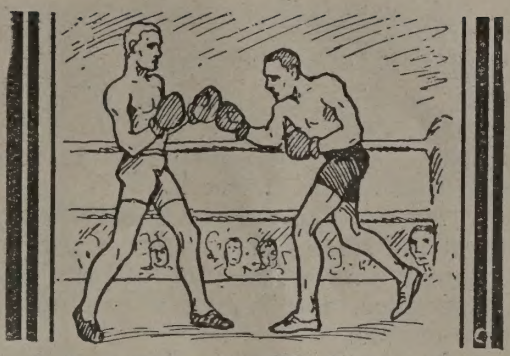
A player with the ball, if tackled, must at once place the ball on the ground between himself and his opponents' goal.

A player is off-side if he enters a scrummage from his opponents' side or if he is in front of one of his own side who is playing the ball.

Rugby League football differs very slightly from the Rugby Union game, there being no "line out," scrums taking their place, and only six forwards instead of eight as in the Rugby Union. This latter change makes each side contain only thirteen players. In Rugby League football the clubs are composed of professional players and is confined to the Northern Counties. The game is faster than Rugby Union and is a succession of thrills from start to finish. Cup matches draw crowds as large as for any other game, thus proving that the popularity of the game is well established in the North.

BOXING. Too often is the word boxing confused with fighting. It is true that many of

the better known boxers are fighters, but such are not true to the art, for scientific boxing is an art.



Boxing is a sport which, if followed out in its true meaning, is one best calculated to bring out the best which is in a youth or man.

The constant co-ordination of mind and muscle is perhaps in no other sport exemplified to such an extent as in boxing. No amount of hard punching and vigorous tactics are of any avail against a boxer with a good style and who is a true exponent of the art. His nimble mind can forestall all overwhelming rushes and deal with any bull-like at acks.

It is unfortunate that so many of our heavy-weight champions have lost their laurels in the international contests, but we must all admit that we like to see the best man win.

We have, however, a number of first-class boxers who can hold their own with all comers in the various weights.

All gymnasiums and athletic clubs have boxing classes, and all boys' clubs are interested in boxing.

Under the rules of the Amateur Boxing Association, the weights for Championship Competitions are as follows :—

Fly : not exceeding 8 stone. Bantam : not exceeding 8 stone 6 pounds. Feather : not exceeding 9 stone. Light : not exceeding 9 stone 9 pounds. Welter : not exceeding 10 stone 7 pounds. Middle : not exceeding 11 stone 6 pounds. Light-Heavy : not exceeding 12 stone 7 pounds. Heavy : any weight.

In all open competitions the ring must be roped, and must be not less than 12 feet square and not more than 16 feet.

The gloves must be of standard weight, 8 ounces each.

All competitions and contests are decided by two judges and a referee, and they must be stationed apart from each other.

In competitions where the duration of the rounds is of equal length, five marks are awarded to the better man at the end of each round, and a lesser number to his opponent according to his merit. Marks are awarded for " attack," for direct clean hits with the knuckle part of the glove of either hand on any part of the front or sides of the head or body above the belt, and for defence, for guarding, slipping, ducking, counter-hitting, or getting away. Where competitors are otherwise equal, the greater number of marks are given to the boxer who does the most leading or who displays the better style.

A boxer is disqualified by the referee for the following acts :—

Hitting below the belt. Hitting with the open glove, the inside or "butt" of the hand, or with the wrist or elbow. For striking an opponent when he is down. For holding, butting, shouldering. For intentionally falling down without receiving a blow. For wrestling, roughing, or for any other act deemed by the referee foul.

A man is considered down when he is on one foot or two feet if at the same time any other part of the body is touching the ground, and when this happens the opponent must retire to a distance, and must not recommence until told to do so by the referee.

No bandages of any description may be worn on the hands or wrists by competitors in Tournaments held under A.B.A. Rules.

AUCTION BRIDGE. This game is gaining a firm hold on card players throughout the country, and is no doubt the most interesting of card games.

The game is played by four players, the partners being chosen by draw. The value of the cards go by their suit values, running Clubs, Diamonds, Hearts and Spades, the Spades being highest. If the players cut 9 of Clubs, 9 of Diamonds, Ace of Hearts, and Queen of Spades, the drawers of the Ace of Hearts and the 9 of Clubs are partners against the 9 of Diamonds and the Queen of Spades.

The game is to declare the number of tricks considered possible, the suit declared being trumps. The trick values are Clubs, 6; Diamonds, 7; Hearts, 8; Spades, 9; and No Trumps, 10. Thus if Clubs are trumps, each trick above 6 counts 6 points. If a player makes a declaration of 2 Clubs he must make at least 8 tricks, and if more than 8 tricks are secured, the player scores 6 points below the line for each trick over the 6. If the player fails to make the number of tricks declared, his opponents score 50 above the line for each trick short of the required number. Honours are scored for the Ace, King, Queen, Jack and 10 of trumps. For three Honours held by the player and dummy combined, he scores twice the value of the trump suit above the line, for four Honours, four times the value and for five Honours five times the value. If the player holds four Honours in one hand he scores eight times the value; if four in one hand and the fifth in the other he scores nine times the suit value; if all the Honours are held by the player he scores ten times the value of the suit. In No Trumps the four aces count as the Honours. Three Aces in No Trumps count as thirty, four count forty, and if all four are held in one hand they count 100.

The dealer is the player drawing the lowest card when

picking for partners, and after dealing, has the first bid. Each player examines his cards and decides in which suit he is strong. The first bidder should always endeavour to give as much information as possible to his partner, and the most effective bid for the first bidder is 1 No Trump, provided the hand is reasonably strong. It is not policy to make a high bid first even in a minor suit, i.e., Clubs or Diamonds, and never in a major suit, Spades or Hearts. The first bid at once informs the partner that the bidder's hand is strong in a trump suit or capable of supporting him in a trump suit bid. If the first call is 1, the second call must be 1 of a higher suit or 2. If this player finds it impossible to bid higher he must pass. Thus a call of Diamonds beats a call of Clubs, Hearts beats Diamonds and Spades beats Hearts.

When the final declaration has been made, the player to the left makes his lead. As soon as the first card is played, the partner of the declarer, as Dummy, turns his cards face upwards on the table, and the declarer plays both hands. The beginner is well advised, when Dummy, to remain at the table and to watch the play of the other three, for very valuable information can be picked up by watching the play of others. He must on no account, however, make any remarks about the play.

The player who leads should try to inform his partner, to the best of his ability, the state of his hand, for the aim of he and his partner is to prevent the declarer from realising his call. Thus if the lead plays a King, the partner at once knows that he must, or should have the Ace.

The scoring is as follows :—

A Game consists of 30 points below the line, but any points in excess are counted.

If a player is dealt a hand without a trump, he and his partner count twice the value of the trump suit above the line. This is called Chicane.

If partners make all 13 tricks, they score 100 points above the line, and this is Grand Slam. Little Slam is the making of 12 tricks and scores 50 points.

If the declarer fails to make the number of tricks called, the opponents score 50 points above the line for each trick under the number.

Points scored above the line are for Honours, etc., while the only points scored below the line are for the value of the tricks won

A Game is completed when 30 points have been scored below the line by one side, points for Honours, Chicane or Slam being added after the Rubber is completed.

A Rubber consists in winning two games out of three.

If a declaration is doubled the trick values are doubled, and if re-doubled, they are quadrupled. Honours are not affected by doubling.

Bonus scoring is allowed only when a declaration has been doubled or re-doubled. If a player makes good his declaration after it has been doubled, he and his partner score 50 points for this and 50 each for additional trick. This score is doubled if the bid has been re-doubled.

The winners of a rubber are entitled to add 250 points to their total score.

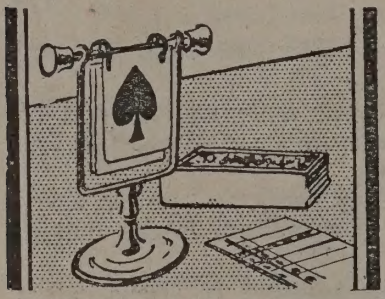
A player cannot double his own or his partner's call. A player whose declaration has been doubled may make a higher call than the one which has been doubled, as the doubling re-opens the bidding.

A player cannot re-double a call his partner has doubled, but he may re-double his partner's call which has been doubled by his opponents.

The total scores made by each side are obtained by adding up the scores for tricks, Honours, Slam, Chicane, and Bonus, and adding a further 250 points to the total of the side which wins the Rubber.

Take every opportunity of playing with competent players, and profit by observation, while it is advised that a good book be obtained on the subject.

WHIST. It is hardly necessary to give the rules and regulations of the game of Whist, as it is, without doubt, the most played card game in existence.



The person interested in Whist will no doubt be familiar with the procedure at a Whist Drive, but the person who has not attended a Drive, if conversant with the game, should certainly take the first opportunity of attending one.

The most noticeable thing about a Whist Drive to the

BEECHAM'S PILLS—THE BEST FAMILY MEDICINE

person not acquainted with them is the speed with which the hands are played. It is necessary to pass from one table to another as quickly as possible, as to move round in 24 different tables, which is the usual number, takes some considerable time. On no account talk while the play is on, as it slows the game, distracts the attention of the other players and will probably bring down on you the wrath of the other three players. Concentrate on your cards, and weigh up the possible number of tricks to be made. Remember above all that you are not playing on your own, but with a partner, and it is your duty to help your partner both in taking tricks and in trying to inform him of the state of your hand, this information being given by whichever card you lead or follow with. Don't be disappointed if you are forced to remain at the same table once or twice, there are others doing the same. Make sure that the figures on your score card are correct and that they are initialled. Keep your eyes open and you will soon learn how to get the most out of the game, for at a Drive you have the advantage of playing with and against more people than you would in any other circumstances.

FORTUNE TELLING BY CARDS. To those seriously inclined, the art of telling fortunes by means of cards is a true science; while even to those who do not treat it seriously, many a pleasant evening can be spent looking into the past or future with the aid of the cards.

To tell a person's fortune by cards, remove all the cards from 2 to 5 inclusive, and after shuffling and cutting, hand the pack to the person concerned, and let him or her cut the pack three times with the left hand. Now deal out the cards from left to right, eight cards in a row, the remaining four cards being placed in the middle beneath the fourth full row. This shorter row signifies the close of life.

A woman is represented by the Ace of Spades and a man by the Ace of Hearts, and careful attention must be paid to the position of either of these cards as all the other cards are controlled by these according to their positions. Thus cards on the same line indicate events happening at the present, those above relate to the past, while those below tell of the future.

❖ BEECHAM'S POWDERS—A WONDERFUL PICK-ME-UP ❖

Key to the interpretation of the cards :—

SPADES.

King. Much joy. Travel. A business journey. A happy life.
Queen. A long life filled with happiness.
Knave. An affable nature.
Ten. A bequest. Business. A journey connected with business.
Nine. Successful travels. Disappointments. Love affairs.
Eight. A rise in position. Constant love. Evil friends.
Seven. Joyful news. Tidings from afar. An invitation.
Six. A ripe old age Sadness. Ailments. Death.

HEARTS.

King. Prosperity. Staunchness. Endurance.
Queen. A trip. A prevented encounter. A journey delayed.
Knave. Love. Abounding joy. Unity.
Ten. Faith. Love. Many friends. Evil.
Nine. Happy news. Letters. Visits from a distance.
Eight. Advancement. Praise. Jealousy. Woe.
Seven. Pain. Ailments. Illness cured. Health.
Six. Great fortune. Joy. Disappointments. Woes.

CLUBS.

King. Trouble. Joy. Calamities to friends. News of friends.
Queen. Misfortune. Evil acquaintances. Evil talk. Loss.
Knave. Family cares. Lover's quarrels. Illness.
Ten. Jollity. Indifference. Outside cares. Treachery.
Nine. Annoyances. False friends. Disturbances. Lawsuit.
Eight. True friends. Staunch lover. Strong enemy. Victory.
Seven. Deprivation. Filcher. Recovery. Loss.
Six. Bad news. Trouble. Fatal news. Trouble for friends.
Ace. Engagement. Rich marriage. Engagement broken. Parted lovers.

DIAMONDS.

King. Fortune. Successful undertakings. Misfortune. Loss.
Queen. Danger thwarted. Sorrow averted. Woe. Trouble.
Knave. Uneasiness. Danger averted. Misfortune. Triumph.
Ten. Tidings. Secret news. Idle talk. Spiteful gossip.
Nine. Pain. Woe. Misfortunes. Danger.
Eight. Solicitations. A love episode. Lover's joy. A love affair in the family circle.
Seven. Joyful excursion. Friends arrive. A trip. A journey.
Six. Delight. Happy tidings. Troubles averted. Fortune.
Ace. Success. Favourable luck. Disappointment. Calamity.

Apply the first meanings to the four cards nearest to the Key Cards and to the cards which fall to the right on the same line or above. The second meaning applies to cards on the same line or above on the left. If below on the right read the third description while the fourth interpretation refers to all cards below on the left, and to all four cards on the last line.

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